MOON MARAUDER

ENTERTAINMENT

Attack enemy installations on the moon
(ages 8 and up)

by Stephen Romejko

Requires: One ATARI Joystick Controller

Cassette version (1): (APX–10226)	ATARI 410 or 1010 Program Recorder 16K RAM
Diskette version (1): (APX–20226)	ATARI 810 or 1050 Disk Drive 24K RAM

Edition A

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Program and manual contents©1983 Stephen Romejko

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara. CA 95055

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800/538-1862 (outside California)
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Introduction

OVERVIEW

Prestrike expeditionary forces from the Omega-J5 system have invaded our moon! They're building military installations in preparation for a full scale assault on the earth. They're searching for the precious minerals that they believe are abundant in our oceans. Your objective is to destroy as many of these surface installations as possible. If you can slow the progress of the enemy, we on earth will gain the time to prepare for the onslaught. The more targets you destroy, the greater the resistance the enemy fighters and guided missiles put up. When it seems your mission is nearly complete, the enemy rebuilds the installations in greater numbers. Stop them—or the earth is doomed to a fiery end.

Using your Joystick Controller, you pilot your spaceship over the entire surface of the moon. You may fly horizontally, vertically, or diagonally, searching large areas of the moon for targets to destroy. You must also control the altitude of your ship. Fly too low and you fly into mountain ranges or targets; fly too high and the targets are out of your attacking range.

You score points for each surface installation, enemy fighter, or guided missile you destroy. You add bonus points for refilling your fuel tank or completing a level of play. Skill levels determine the speed of the action, the number of targets, your fuel usage, and the frequency of enemy attacks. You compete against your own high score or a high score achieved by another player.

REQUIRED ACCESSORIES

      One ATARI Joystick Controller

    Cassette version

          ATARI 410 or 1010 Program Recorder
          16K RAM

    Diskette version

          ATARI 810 or 1050 Disk Drive
          24K RAM

CONTACTING THE AUTHOR

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          Constitution Drive
          Lanesboro, MA 01237

Getting started

LOADING MOON MARAUDER INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

If you have the cassette version of MOON MARAUDER

a. Have your computer turned OFF.

b. Turn on your TV set.

c. Insert the MOON MARAUDER cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

d. Turn on the computer while holding down the START key.

e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of MOON MARAUDER

a. Have your computer turned OFF.

b. Turn on your disk drive.

c. When the busy light goes out, open the disk drive door and insert the MOON MARAUDER diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears:

M O O N
M A R A U D E R

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Figure 1 First display screen

Figure 1 appears for four seconds before it's replaced by the
game options.

Game options and variations

OPTIONS SCREEN

The following screen appears to help you make your choices:

SCORE	HIGH SCORE	TALLYS	LAT	LNG
0	0	0 0	+0 0	0 0 0

M O O N
M A R A U D E R
PRESS SELECT FOR
PRACTICE MODE
PLAY MODE

PRESS OPTION TO
CHANGE DIFFICULTY
LEVEL 1

PRESS START TO
PLAY GAME

Figure 2 Game options screen

SELECT KEY

Press the SELECT key to change from play mode to practice mode.
Press the SELECT key a second time to return to play mode. The
practice mode helps you learn to maneuver your ship and destroy
surface targets. You won't be attacked by guided missiles or
enemy fighters, but it's still possible to crash into mountain
ranges and surface targets.

OPTION KEY

Press the OPTION key to change the skill level of the game.
Level 1 is the least difficult, with the fewest bases and slowest
speed. Level 4 is the most difficult.

START KEY

Press the START key to begin the game or to restart the game at
any time while it's in progress. The red joystick button also
starts play, but it doesn't interrupt a game in progress.

SYSTEM RESET KEY

You can press the SYSTEM RESET key at any time to reset the game. When you use the SYSTEM RESET, you automatically select the play mode on difficulty level 1.

SPACE BAR

Press the SPACE BAR to suspend game play. Press it again to resume. This feature is useful if the phone rings while you're in the middle of a record game.

HIGH SCORE

The HIGH SCORE is displayed on the screen until you turn off the computer.

Playing MOON MARAUDER

OBJECTIVE

Once you've started the game (either by pressing the START key or the red joystick button) the screen first change to the "READY" display and then to the "ACTION" display (these displays are discussed below).

Your goal is to destroy as many enemy surface installations as possible without losing all your fighters. You're especially interested in destroying the fuel towers since all the fuel in those towers will be deposited into your fuel tank. You destroy the targets with your "photons", controlled by the red joystick button. You may guide the path of the photon with your joystick once it's fired, but you may not fire more than one photon at a time.

You also must destroy the enemy fighters and guided missiles before they destroy you. Also, you must control the altitude of your fighter so that you don't crash into the mountain ranges or surface targets.

THE "READY" DISPLAY

The "READY" display appears at the start of each level of play and each time you lose a fighter. It looks like the following:
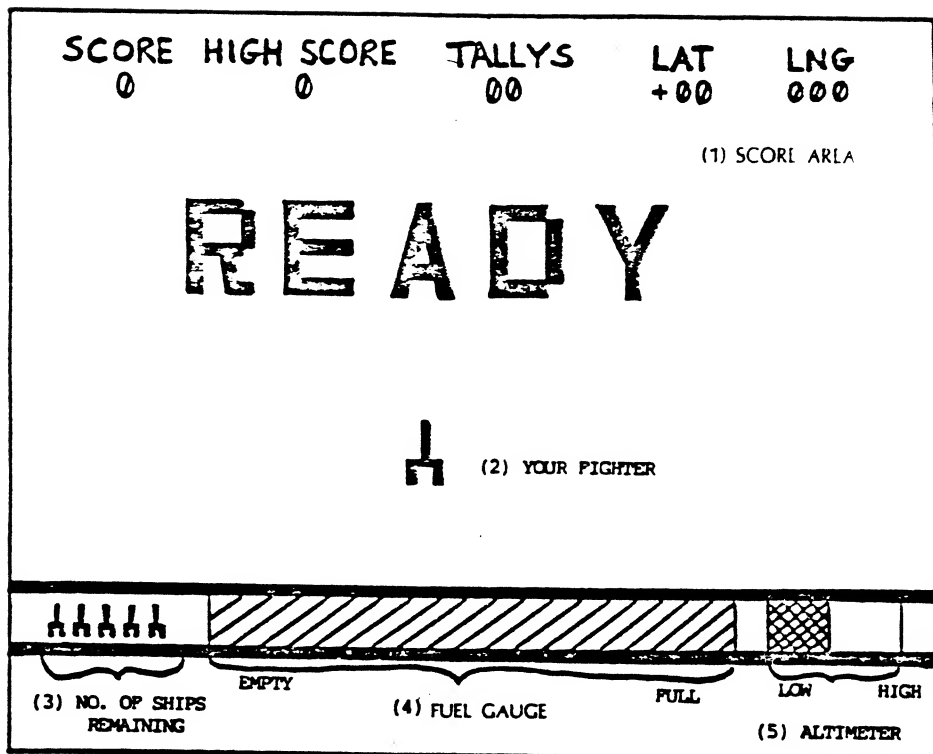
Figure 3   READY display

The READY display includes these features:

(1) The score area – this section is shown on all displays.
It includes:

* The player's score
* The high score for the current play session
* The number of tallies (targets destroyed)
* The latitude and longitude (position) of your fighter

(2) Your fighter – it's included in this display to help you
orient yourself for the upcoming battle.

(3) Number of ships remaining – a ship is removed each
time the READY display appears, so you always know how
many you have left (not including the current fighter). You
begin the game with four ships. For each 10,000 points
you score, you receive another ship. The maximum number

of fighters is five.

(4) The fuel gauge — This gauge moves from right to left as shown in the figure. If you're running low on fuel, get as much altitude as possible because your ship will glide for a few seconds after your fuel is depleted. If you can destroy a fuel tower during that gliding time you won't crash.

(5) The altimeter — This gauge shows the altitude of your ship. At the beginning of each round, your ship is at 50% altitude as shown in the figure. When you drop below 50% altitude the gauge turns yellow. Also, note the movement of your fighter's shadow. When you're flying at minimum altitude, the yellow on the gauge disappears (so does your shadow beneath you) and the gauge is dark blue. This is the only time you can crash into the mountain ranges or surface targets. When you reach maximum altitude, the gauge disappears (it's all light blue) and your shadow doesn't move any farther away from you. At this altitude you can't destroy the surface targets because you're out of target range.

The READY display remains on the screen for three seconds.

THE "ACTION" DISPLAY

All the items in the READY display above are part of the "ACTION" display, but now your ship is positioned above the surface of the moon. At first, you may not see the enemy surface installations because the moon is large and the enemy is clever (he randomly scatters his forces so that he's less vulnerable to attack).

You don't expend any energy until you move the joystick. If you don't move, you aren't attacked, you can't fire, and you don't lose any fuel until you're ready to go ahead with your mission. This allows you to pause between rounds without using the space bar.

Once you begin to move, you have to know what you're shooting at. The table in Figure 4 describes each target and explains where each is vulnerable. Notice that most surface targets are worth ten times as many points if they're destroyed on the horizon. The only exceptions are the space ports which were built below the surface of the moon and therefore can't be seen from a distance.

9

SYMBOL	DESCRIPTION	NO. POINTS	COMMENTS
	COMMUNICATION STATION	10/100	THIS TARGET IS VULNERABLE NO MATTER WHERE IT IS HIT. YOU WILL GET 10 TIMES AS MANY POINTS IF YOU SCORE A HIT WHEN THE TARGET IS ON THE HORIZON.
	SPACE PORT	20	YOUR PHOTON MUST HIT ONE OF THE TWO STAR CRUISERS IN ORDER TO DESTROY THIS TARGET. SINCE SPACE PORTS ARE BELOW GROUND, THEY WILL NOT APPEAR ON THE HORIZON.
	LASER CANNON	30/300	YOUR PHOTON MUST HIT THE ENERGY GENERATOR (THE BASE) OR THE TIP OF THE CANNON IN ORDER TO DESTROY THIS TARGET. THESE CANNONS WERE DESIGNED TO SHOOT AT THE EARTH AND WILL NOT DESTROY YOU.
	MUNNITIONS FACTORY	40/400	THESE TARGETS MUST BE HIT EITHER IN THE MAIN PORTION OF THE COMPLEX OR ON THE TOP OF THE SMOKE STACK (THIS WILL IGNITE THE EXHAUST GASES FROM THE PLANT AND DEMOLISH IT).
	SURFACE TO AIR MISSILE	50/500	THIS TARGET IS VULNERABLE NO MATTER WHERE IT IS HIT. HOWEVER, WHEN YOUR SHIP IS FLYING QUICKLY YOU ONLY HAVE A 90% CHANCE OF DESTROYING THE MISSILE IF YOU AIM FOR THE NARROW PAYLOAD SECTION.
	GAS TOWER	60/600	THESE TARGETS MUST BE DESTROYED TO REPLENISH YOUR FUEL. THEY CONTAIN VARIOUS AMOUNTS OF FUEL DEPENDING ON THE LEVEL OF GAME PLAY. THEY MUST BE HIT IN ONE OF THE TWO YELLOW TANK SECTIONS.
	GUIDED MISSILE	500	THESE TARGETS ARE IN-FLIGHT SURFACE TO AIR MISSILES. THEY WILL ATTACK YOU MORE QUICKLY IF YOU TRY TO FLY AWAY FROM THEM.
	SPACE PROBE	1000	THE NEXT FOUR ENEMY VESSELS ARE ALL REFERRED TO AS ENEMY FIGHTERS IN THE TEXT PORTION OF THE USERS MANUAL. ALL FOUR SHIPS WILL ATTEMPT TO DESTROY YOU. THESE SHIPS ALSO USE ELUSIVE TACTICS WHEN ATTACKED.
	HOVER CRAFT	1000	"
	WARRIOR SHIP	1000	"
	BATTLE STAR	1000	"
	MOUNTAIN RANGE	0	THE MOUNTAIN RANGES CANNOT BE DESTROYED. IF YOU ARE FLYING AT MINIMUM ALTITUDE (NO SHADOW, NO GAGE) YOU MAY CRASH INTO THEM AND LOSE YOUR SHIP.
	DEBRIS	0	THE DEBRIS REPLACES THE EXPLOSIONS CAUSED BY YOUR PHOTONS AFTER THE FIRE BURNS OUT. IT CANNOT BE DESTROYED AND YOU CANNOT CRASH INTO IT.

Figure 4   Enemy resources and surface objects

Game rules and moves/actions

THE CONTROLLER

Use the joystick to maneuver your fighter. You can fly in any
direction except backwards (toward the lower part of the screen).
When you move your joystick towards you the ship gains altitude.
When you move your joystick away from you your ship dives. When
you move left or right your ship remains at a constant altitude.
However, when you move diagonally you change altitude again.
Also, when you release your joystick your ship coasts to minimum
speed. To speed up, you must continue to hold your joystick in the
direction you want to go.

Press the red joystick button to fire your photons. You may only
fire one photon at a time. When a photon is heading for a target,
you may guide it for a direct hit; however, you may miss your
target if you try to maneuver your ship too quickly and send the
photon off course.

GUIDED MISSILES

The guided missiles always approach you horizontally from the
left or right. They pursue you more rapidly if you try to fly away
from them.

ENEMY FIGHTERS

The enemy fighters approach you from all directions. They fire
their photons to try and destroy your fighter. They also pursue
you more rapidly if you try to fly away from them.

LATITUDE AND LONGITUDE

These show the coordinates of your fighter relative to the
moon's surface. They're useful when you're searching for one of
the last targets of a particular game level. Also, you may use the
earth as a reference point since it's positioned at the center of
the horizon.

SCORING

The current player's score and the high score appear in the upper left hand corner of all displays (see Figure 2). You earn points as follows:

TARGET DESTROYED	SURFACE	HORIZON
Communications station	10	100
Space ports*	20	---
Surface laser	30	300
Factory	40	400
Surface missile	50	500
Fuel tower	60	600

OTHER SCORING

Guided missile	500 points
Enemy fighter	1000 points
Bonus for full fuel tank	1000 points
Bonus for completed level	2500 points
Additional fighter	every 10,000 points

Figure 5   Scoring

*Note: The space ports are below the surface of the moon, so they don't appear on the horizon.

The same scoring is used for all levels of play.

Suggested strategy and helpful hints

(1) Try to destroy all targets in the sector you're in (i.e., the portion of the moon surface that appears on the screen). This saves time in seeking out your targets.

(2) Don't be too concerned with destroying the surface targets on the horizon since the extra bonus awarded isn't worth the time it takes to line up the target. You'll destroy these targets occasionally anyway without necessarily aiming for them.

(3) Don't destroy your fuel tanks too quickly. If you continue to destroy fuel towers when your tank is nearly full, you gain bonus points, but you may run out of fuel before you've completed the level.

(4) Don't engage the enemy fighters or guided missiles in the mountainous regions since your photons can't penetrate them. When an enemy ship approaches, pilot your fighter to an open area and then destroy it.

(5) Don't fly away from enemy ships, since they approach more quickly when your back is turned. It is usually better to attack the enemy head on. The only exception is when a mountain range is between you and your target. In this case, fly away from the enemy ship until it crosses over the mountain range. Then turn and meet him with your photons.

(6) When engaging in battle with the enemy fighters, it's better to increase your altitude so that you don't crash unintentionally (sometimes you're so taken up with destroying a fighter that you don't realize that you're diving your ship right into a mountain range).

(7) When searching for targets, it's better to fly diagonally. You cover more of the moon's surface.

Summary of useful information

The following information can help you develop your strategy.

Difficulty level	1	2	3	4	5
Fuel tower contents (gallons)	3000	2500	2000	1500	1000
Fuel usage rate (gallons/minute)	4500	5250	6000	7200	9000
Number of surface targets to complete level	35	55	75	90	99
Total number of surface targets for level	40	60	80	100	120
Delay between enemy air attacks (seconds)	15	12.5	10	7.5	5
Guided missile speed (nautical miles/second)	300	300	400	400	400
Enemy fighter speed (nautical miles/second)	100	200	200	300	400
Your fighter's speed (nautical miles/second)	300	300	400	400	400

Figure 6 Strategy information

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

   Moon Marauder (226)
   _____

   _____

2. If you have problems using the program, please describe them here.

   _____

   _____

   _____

3. What do you especially like about this program?

   _____

   _____

   _____

4. What do you think the program's weaknesses are?

   _____

   _____

   _____

5. How can the catalog description be more accurate or comprehensive?

   _____

   _____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please g_
   page numbers).

   _____

   _____

   _____

8. What did you especially like about the user instructions?

   _____

   _____

   _____

9. What revisions or additions would improve these instructions?

   _____

   _____

   _____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how
    would you rate the user instructions and why?

    _____

    _____

11. Other comments about the program or user instructions:

    _____

    _____

    _____

From

_____

_____

_____

| STAMP |

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